

Assignment lab #1 Warhammer

GEO1006 Geo Database Management System

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Warhammer

<div><<CodeList>></div> <div>RaceType</div>
<div>+ High Elves</div> <div>+ Dark Elves</div> <div>+ Wood Elves</div> <div>+ Dwarves</div> <div>+ Chaos Dwarves</div> <div>+ Orcs & Goblins</div> <div>+ Skaven</div> <div>+ Lizardmen</div> <div>+ Undead</div> <div>+ Mercenaries</div>

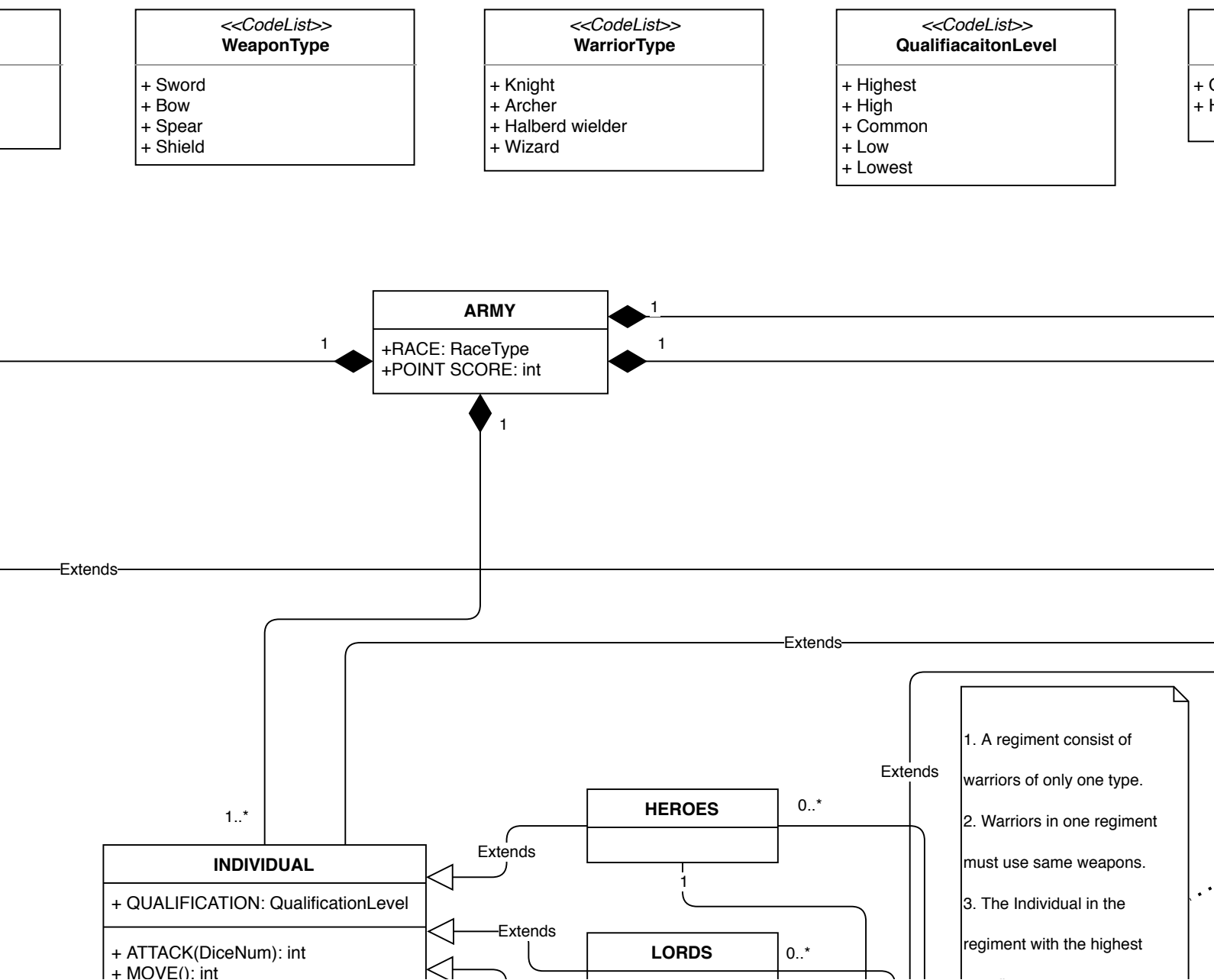
<div><<CodeList>></div> <div>MechType</div>
<div>+ Catapult</div> <div>+ Gun</div> <div>+ Chariot</div>

MECHANICAL UNIT
<div>+ TYPE: MechType</div>
<div>+ SHOOT(DiceNum): int</div> <div>+ MOVE(): int</div>

1

0..*

g [5214513], Mo de Jong [4826140]



<i><<CodeList>></i> AnimalType
Ork Horse

